

REMARKS

Claims 10-15 are pending in the application. Claims 10-15 have been rejected.

Applicant respectfully requests reconsideration and allowance of the claims in view of the amendments and foregoing remarks.

Specification Objections

The specification has been objected to due to informalities. Said noted informalities contained within the specification have been appropriately corrected.

Drawing Objections

The drawings have been objected to on the grounds that reference character "96" has been used to designate both balls and cards. This is an error in the specification and not the drawings, as balls should be designated with reference character "94." The specification has been corrected, thus obviating the noted drawing objections.

Claim Rejections – 35 U.S.C. § 112

Claims 10-15 have been rejected under 35 U.S.C. § 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which Applicants regard as the invention.

In particular, the Examiner notes that independent claim 10 does not include proper antecedent basis for "the selected spaces" and that it is unclear how a bingo card can be completed if only one space is selected.

Claim 10, namely parts (d) and (e), has been amended to correct this deficiency. The Examiner is encouraged to contact the undersigned attorney by telephone if it appears that further correction is required to address this rejection.

Claim Rejections – 35 U.S.C. § 103

Claims 10, 14 and 15 have been rejected under 35 U.S.C. § 103(a) as being unpatentable over Adams, U.S. Patent Publication No. 2002/0045472, in view of Yoseloff, U.S. Patent No. 6,398,645.

Claim 11 has been rejected under 35 U.S.C. § 103(a) as being unpatentable over Adams, in view of Yoseloff, in further view of the Price Is Right Game "Pathfinder."

Claims 12 and 13 have been rejected under 35 U.S.C. § 103(a) as being unpatentable over Adams, in view of Yoseloff, in view of the Price Is Right Game "Pathfinder" in further view of Falciglia, U.S. Patent No. 5,935,002.

Claim 10 has been amended so that the differences between the claim as now written and the Adams prior art are such that the subject matter as a whole would not have been obvious at the time the invention was made. Adams, U.S. Patent Publication No. 2002/0045472 A1, teaches that in response to a maximum wager (see Adams ¶0011), a bingo number corresponding to an expelled bingo ball is illuminated (see Adams ¶0019). In Adams, by illuminating the bingo number, one of the plurality of spaces on the bonus game is selected.

Unlike in Adams, the invention as claimed operates in response to a maximum bet wager where one of the plurality of peripheral spaces is selected that indicate which B-I-N-G-O card or cards will be played. For example, if the green G space is selected, then the green card will be played, and if the yellow B space is selected, then the yellow card will be played. If the ? mystery space is selected, then all cards are played.

In addition, claim 10 has been amended for clarity. Adams does not appear to teach a sequential selection of spaces in the bonus game. In Adams, ¶0019, a bingo ball is expelled from a chute. If the ball matches one of the numbers of the bingo card, then the bingo number is illuminated.

Adams does not teach that bingo balls have to be sequential for illumination. Thus, for example, if the bingo numbers as shown in Adams Fig. 1 were displayed, bingo balls of 1, 18, 45, 15, and 30 – in that order – would be sufficient for completing a bingo, even though the selection of such numbers is not sequential in the display. Note that in this invention, the numbers in the B-I-N-G-O cards have no function and are only for show. One of the peripheral spaces is selected upon a max wager bet. If the peripheral space corresponds to an unlit column then a column in the B-I-N-G-O card will be lit only if the peripheral space is the next sequential peripheral space for lighting its associated column on the corresponding B-I-N-G-O card. For example, if the green B in the B-I-N-G-O card is lit, then only the green I peripheral space will light a column in the green B-I-N-G-O card, as the green B, N, G, and O peripheral spaces would not be sequential.

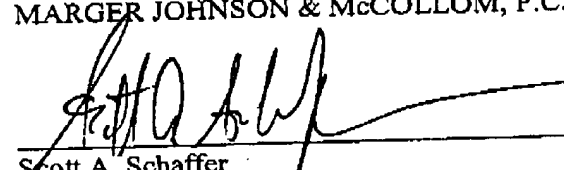
The Examiner has implied within the Office Action that two games used on the *Price Is Right* television game show use the concept of sequential illumination, namely the Dice Game and the Pathfinder game. Briefly, both games involve guessing the digits on the price of a car. The first digit is guessed, then the second, third, forth, etc. There is no possibility of

jumping from the first to the third digit, for instance. Thus, there are no wasted guesses in the prior art games. In the present invention as claimed, however, the peripheral space selection step could be any such space (impossible in the *Price Is Right* games), but the sequential lighting step occurs "only if" the peripheral space corresponds to the next sequential column to be lighted. Whereas in the present invention it would be possible to select a 'B' space followed by a 'O' space (where the 'O' space is not a next sequential column and therefore would not be lighted up), the Pathfinder game would not allow a player to jump from the middle square to an outer peripheral square – in other words the Pathfinder game does not allow wasted selections but rather progressive selection of spaces is always in the proper order. The "only if" limitation would therefore not be appropriate for use in any of the *Price Is Right* games. Additionally, the teachings of these games could therefore not be properly combined with the other prior art of record to teach the limitations of the present invention.

Accordingly, and for the foregoing reasons, reconsideration and allowance of claims 10-15 of the application is respectfully solicited. The Examiner is encouraged to telephone the undersigned at (503) 222-3613 if it appears that an interview would be helpful in advancing the case.

Respectfully submitted,

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